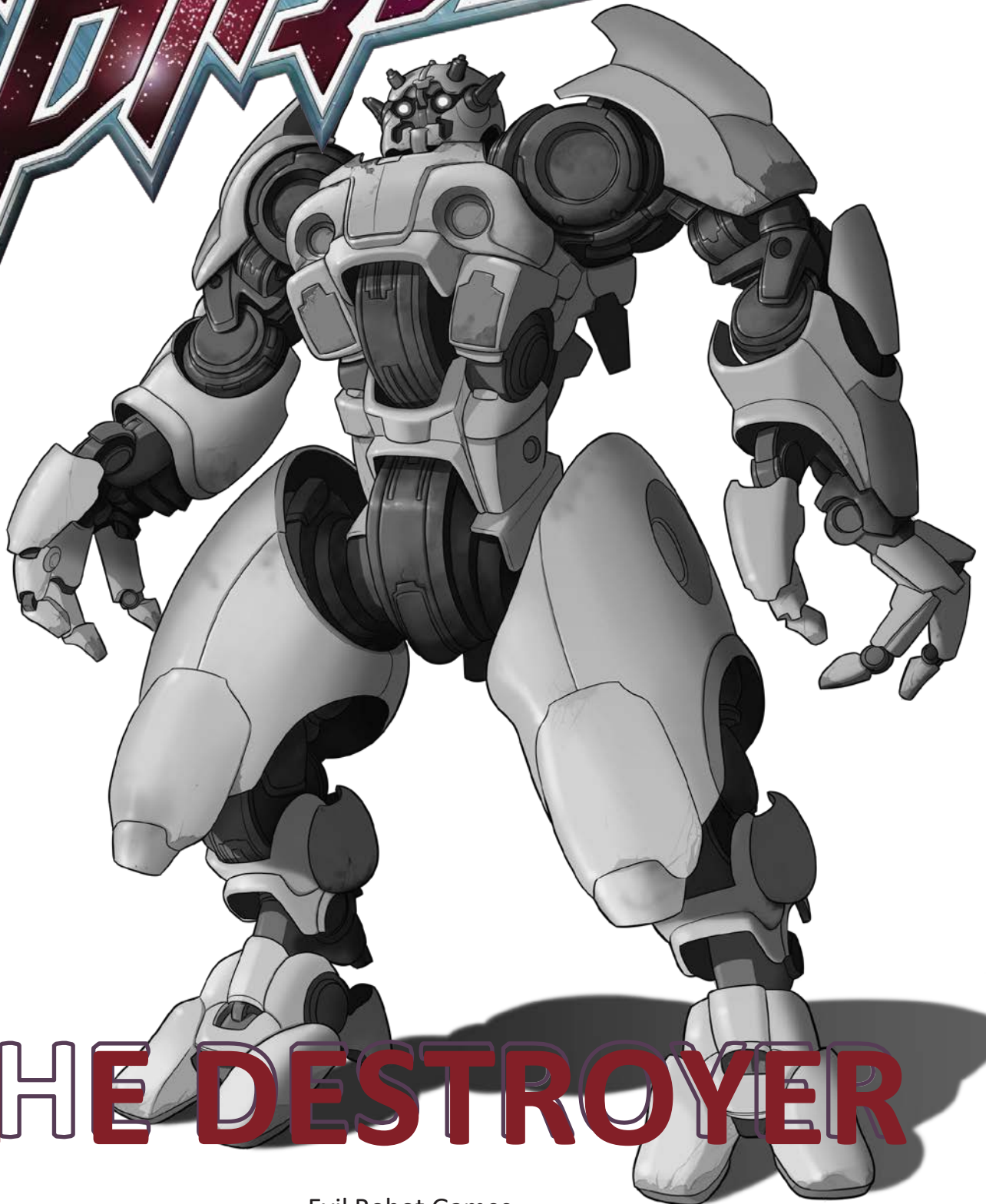


GALAXY PIRATES



THE DESTROYER

Evil Robot Games

Destroyer (Construct)

Ten feet tall, a robot built to build other things. Its red eyes scan the area for raw materials and signs of life.

DESTROYER CR 8, XP 4,800

CE Large construct (technological)

Init +4 **Senses** darkvision 60 ft.; Low-light vision **Perception** +21

DEFENSE

HP 125

EAC 20; **KAC** 22

Fort +10; **Ref** +10; **Will** +7

Immunities construct immunities

Weaknesses vulnerable to critical hits, vulnerable to electricity

OFFENSE

Speed 40 ft.

Melee claws +19 (3d4+14)

Ranged Light Machine Gun +16 (2d10+8 P; 60 ft., 60 rounds, usage 2, Analog, Automatic)

Ranged Grenade Launcher: Frag Grenade III +16 Explode (4d6 P, 15 ft, DC 16)

Ranged Grenade Launcher: Stickybomb Grenade III +16 Explode (Entangled 2d4 rounds, 20 ft, DC 16)

Space 10 ft.; **Reach** 10 ft.

Offensive Abilities None

STATISTICS

Str +6; **Dex** +4; **Con** —; **Int** +0; **Wis** +2; **Cha** +0

Feats Cleave, Great Cleave, Deadly Aim

Skills Athletics +16, Intimidate +16, Perception +21, Stealth +16

Languages Common, Binary

Noncombat Abilities unliving

Gear integrated Light Machine Gun

ECOLOGY

Environment Any.

Organization solitary, pair, gang (3-4), or raiding party (6-12, 1-3 Berserkers)

Treasure standard (Light Machine Gun)

SPECIAL ABILITIES

Construct Immunities (Ex) Constructs are immune to bleed, death effects, disease, mind-affecting effects, necromancy effects, paralysis, poison, sleep, and stunning. They are also immune to ability damage, ability drain, energy drain, exhaustion, fatigue, nonlethal damage, and any effect that requires a Fortitude save (unless the effect works on objects or is harmless). Effects that specifically state they override these immunities affect constructs normally.

Unliving (Ex) A Destroyer has no Constitution modifier and is immediately destroyed when it reaches 0 Hit Points. An unliving creature doesn't recover from damage naturally, but a construct can be repaired with the right tools or healed with spells like make whole. Unliving creatures don't breathe, eat, or sleep. They can't be raised or resurrected.

DESTROYER – LARGE SAGITTARIAN ENGINEERING CHECK DC'S

DC 15 Though uncertain of the type, the Large robot before you is one of the Destroyers. This result reveals all construct traits.

DC 20 This massive construct is a First Model Destroyer: a brutal, ruthless and militaristic creation of the Sagittarian race bent on destroying all organic life. Destroyers can shoot, blow up or entangle their targets. They can see in both dimly lit and dark conditions. Destroyers usually speak Binary, Kopek and Galactic languages.

DC 25 As is common to their kind, Destroyers are expert ranged combatants. Unlike most of their kind however, they execute their enemies with a Light Machine Gun and Grenade Launcher.

DC 30 Destroyers are usually part of a first wave, and typically sent to raid for resources and prepare for the coming and repair of other Destroyer models. They may sometimes be assigned Berserkers in a raiding party.

Destroyer Ecology

Like many of its brethren, the Destroyer was tasked with the annihilation of all sentient life within the Milky Way Galaxy. Its primary objective is to prepare for the arrival of other destroyers and their desperate alien masters.

The metal-poor stars of the smaller Sagittarius galaxy left its inhabitants with few resources with which to colonize our own. Because of this, the Sagittarians planned to make use of our abundant resources, turning them against us: robotic seedships arrived in the first and second waves of the invasion, seizing native materials with which to construct the Destroyers. When not mining for raw materials, or building more war machines, these robots now terrorize the Milky Way.

Habitat & Society

Of the first wave Destroyers, all of the elemental Destroyers serve the Death's Head: it alone was imbued with the thinking mind of a Sagittarian commander. It commands all the forces that came on the seedship with it. Next are the lieutenants of the Hierarchy, the so-called "elemental" Destroyers: cold, plasma, and electricity. Beneath the Death's Head and Elementals are the second model Destroyers; built in the likeness of the Death's Head, these were intended to be fully-automated and mass-produced. Somehow, the operation never completed, and the goal a mass-produced field command unit was never realized. First model Destroyers were made from the beginning to collect raw materials and build whatever their directives required. With the failure of the second model Destroyers, the first and second models now perform many menial tasks in the Hierarchy. and were the lowest of the low until the smaller humanoid Berserkers were built in the third wave.

Campaign Role

Destroyers lead attacks on mining operations and are mostly used to gather war materials and build new soldiers. Sometimes a lone Destroyer is sent as an advanced scout, gathering intelligence and information. As the Sagittarian waves have occurred over tens of thousands of years, a lone Destroyer may also be the survivor of an attack thousands of years ago, awoken by new activity or the distant command of an oncoming enemy.

Predation

Destroyers are normally grunts, not ambushers. They will use their Grenade Launcher and Sticky-bomb Grenades at range with hopes of entangling their opponents while closing the distance. The Destroyer's next attacks are either Frag Grenades, or a full attack with its light machine gun in automatic mode. Once among its targets the Destroyer will cleave as many as possible with its great claws. Destroyers will try to use cover and terrain to their best advantage.

Destroyers don't normally talk to the living, they don't compromise with their enemy and though they do speak a few languages its usually terse entreaties for their victims to die.

While much of a Destroyer's body isn't useful beyond the scrap value of its materials. It comes equipped with a *Light Machine Gun*. The rifle built into its left arm may sometimes be recovered for 860 credits in salvage parts depending on the nature of the robot's demise.

The Destroyer can shut down its primary functions to conserve power for thousands of years while its primitive nanotech repair system works to rebuild it. This may explain seemingly totaled robots emerging years later to do battle with unwary settlers years after an area was declared safe.

Emergent Behaviors

Destroyers will sometimes command a raiding party of Berserkers. These work party models are typically armed with strictly kinetic weapons.